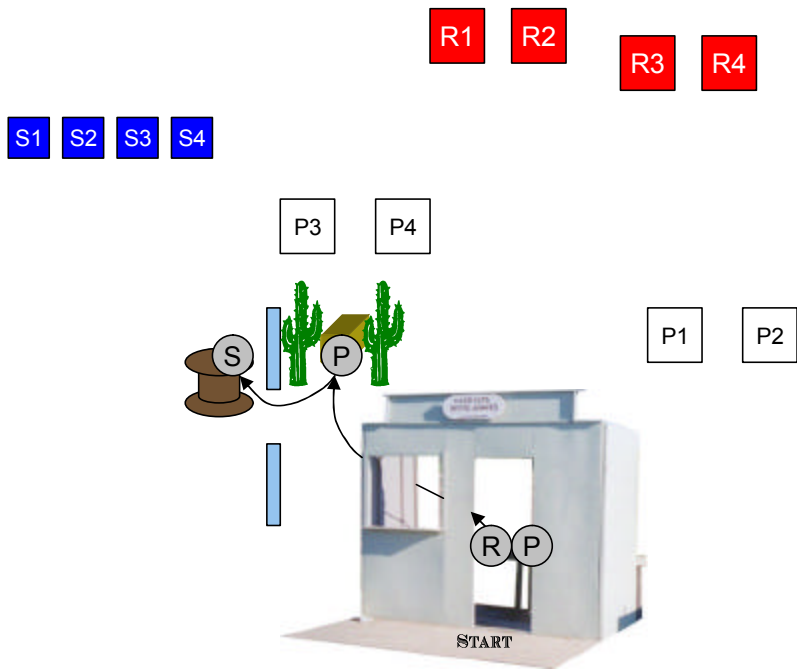


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STAGE 1

“The First Fast Draw”



Ammo:

10 Revolver

8 Rifle

4+ Shotgun

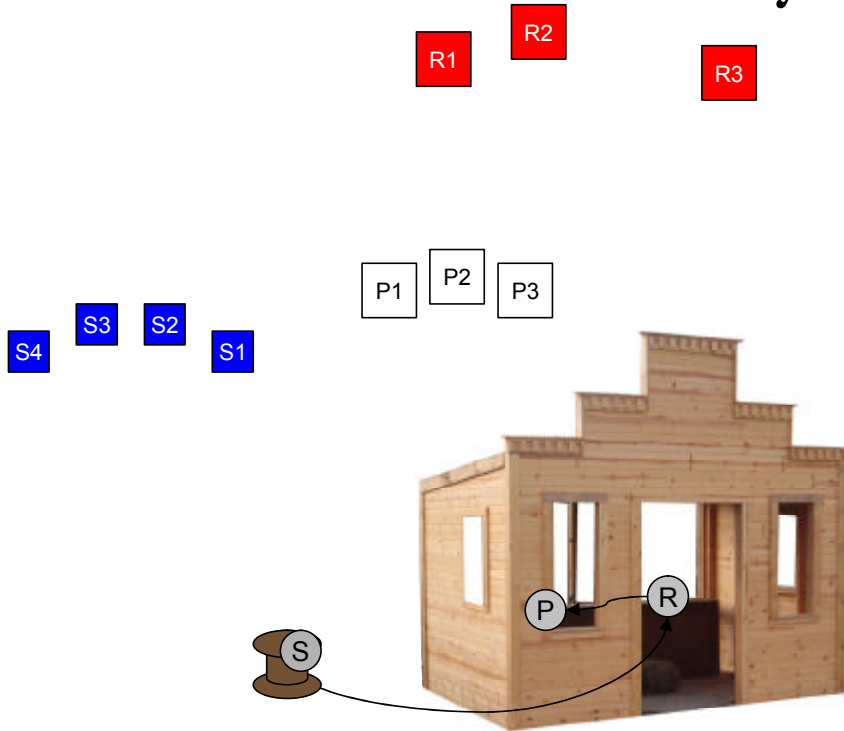
Staging: Two pistols loaded with 5 rounds each, holstered. Rifle loaded with 8 rounds and staged on the counter. Shotgun staged on table in the saloon, with at least 4 rounds on your person.

Procedure: Start standing behind the counter, with hand on holstered revolver. Shooter will start the stage by saying; **“Draw!”** Wait for the beep. Draw your first revolver and engage the two handgun targets, either direction, alternating. (P1, P2.) Holster. Pick up the rifle off the counter and starting on the left, engage the first two rifle targets alternating. (R1, R2, R1, R2) Then engage the last two rifle targets alternating. R3, R4, R3, R4.) Place the open and empty rifle in the rack against the inside left wall. (Watch your muzzle.) Step out to the left side of the building, move downrange to the cactus patch, and, standing between the two cactus, with your second revolver engage the two handgun targets, any order, alternating. (P3, P4.) Holster. Move through the open door of the Shady Lady saloon. Retrieve your shotgun off the table and engage the four shotgun knock-downs in any order. (S1-S4) Stage complete.

C A B I N F E V E R '0 5

STAGE 2

“Have It Your Way”



Ammo:

10 Revolver

9 Rifle

4+ Shotgun

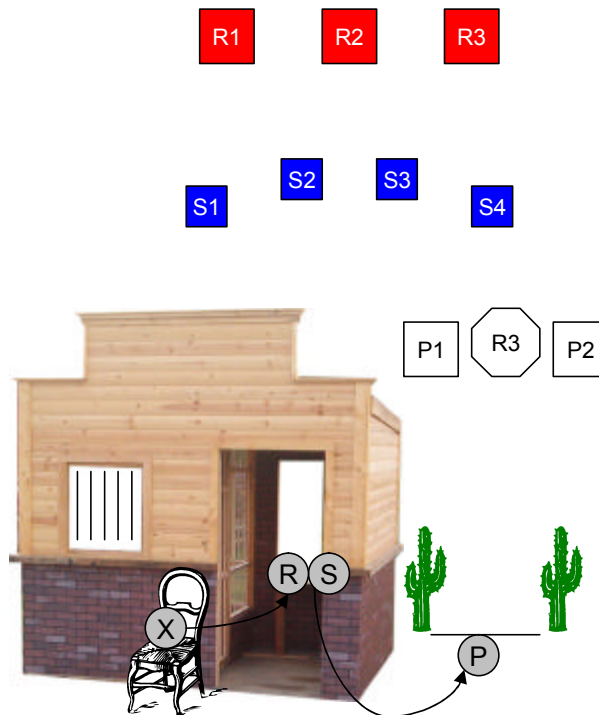
Staging: Two revolvers loaded with 5 rounds each, hammer on empty chamber and holstered. Rifle loaded with 9 rounds, staged on a table at the right side of the saloon. Shotgun staged empty on the table outside, and to the left of the saloon, with at least 4 rounds on your person.

Procedure: The shooter is standing behind the table to the left of the saloon, with shotgun held at port arms. (No ammo in hands.) When ready, start the stage by stating; ***“Looks like we’re gonna do this the hard way!”*** Wait for the beep. Engage the four shotgun knock-downs in any order. Place the open and empty shotgun on the table. Move through the doorway in the front of the saloon. Pick up the rifle off the table, and engage the three rifle targets three times each, any order. Carefully place the open and empty rifle back on the table, muzzle down range. Move to the left of the center post, then engage the three handgun targets with at least three rounds each. Holster. Stage complete.

C A B I N F E V E R '0 5

STAGE 3

“Caught Napping”



Ammo: 10 Revolver 9 Rifle 4+ Shotgun

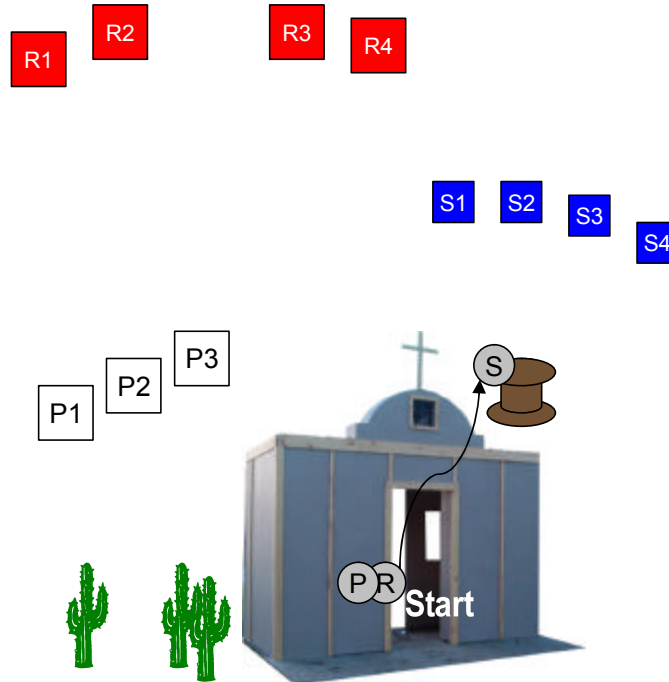
Staging: Two revolvers loaded with 5 rounds each, holstered. Rifle loaded with 9 rounds staged on windowsill. Shotgun staged on the windowsill, with at least 4 rounds on your person.

Procedure: Start sitting in the chair outside the jail with your chin on your chest and your arms crossed. Shooter will start the stage by saying; **“Uh-oh!”** Wait for the beep. Move inside the jail to the back window. Pick up your rifle off the windowsill, and engage the three rifle targets three times each, any order, no double taps. Carefully place the open and empty rifle back on the windowsill. Pick up the shotgun and engage the four knock-down targets in any order. Place the shotgun back on the windowsill. Move outside to the right of the jail, stopping at the line, then three handguns targets with a minimum of two rounds each. Holster. Stage complete.

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STAGE 4

“Last Wrongs”



Ammo:

8 Rifle

10 Revolver

4+ Shotgun

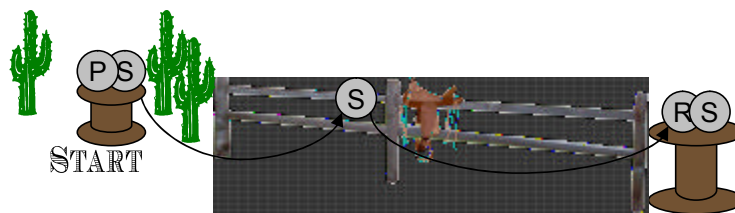
Staging: Two revolvers loaded with 5 rounds each, holstered. Rifle loaded with 8 rounds staged against rear wall by door opening, either side. Shotgun staged on table, downrange, with at least 4 rounds on your person.

Procedure: Start standing inside the church in the center rear opening, with both hands on each door jamb, shoulder high. Shooter will start the stage by saying; **“Start praying...you’re gonna need it!”** Wait for the beep. Shooter’s choice. You may start with either rifle or pistol. The rifle sequence is; double tap the four rifle targets, any order. The revolver sequence is; engage the three handgun targets three times each, no double taps, holstering when done. (You may take your rifle with you to the shotgun table, or place it back in the rack where you got it from.) Move through the rear opening of the church to the table. Pick up the shotgun and engage the four shotgun knock-downs in any order. (S1-S4) Stage complete.

C A B I N F E V E R ' 0 5

STAGE 5

“Horse Thief!”



Ammo:

10 Revolver

6+ Shotgun

6 Rifle

Staging: Rifle loaded with 6 rounds, staged on table to the right of the fence. Two revolvers loaded with 5 rounds each, holstered. Shotgun staged on table at the left end of the fence, with at least 6 rounds on your person.

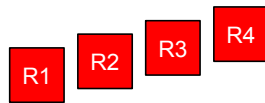
Procedure: Start standing behind the table in the cactus patch, with both hands touching your hat rim. Shooter will start the stage by saying: **“Mister...that’s not your horse!”** Wait for the beep. Draw your first revolver and engage the two handgun targets in any order with five rounds. Holster. Repeat in the same order with the second revolver. Holster. Pick up your shotgun off the table and engage the two knock-down targets, starting on the left (S1 & S2). Move along the fence line, and stopping just short of the center post, engage the next two knock-down targets, again, starting on the left (S3 & S4). Continue moving down the fence line to the end of the fence, stopping at the table. Carefully place the open and empty shotgun on the table, muzzle pointed downrange. Pick up the rifle and engage the three rifle targets twice each, any order. Place the open and empty rifle on the table, with the action open. Pick up the shotgun again, and engage the last two knock-down targets, again, starting on the left (S5 & S6) Stage complete.

Note: While moving with the shotgun, be VERY CAREFUL about muzzle direction.

C A B I N F E V E R '0 5

STAGE 6

“Miss-Taken Identity”



Ammo:

10 Rifle

8+ Shotgun

Staging: Rifle loaded with ten round, staged on table inside mine. Shotgun held at port arms, with at least 8 rounds on your person.

Procedure: Start standing at the table to the right of the gold mine, with the shotgun held at port arms. Shooter will start the stage by saying; “***I don’t think so!***” Wait for the beep. Engage four of the eight shotgun knock-downs in any order. (S1-S8) Place the open and empty shotgun on the table with the muzzle safely pointed downrange. Move to the entrance of the mine, pick up the rifle and engage the four rifle targets in any direction in the following order; single tap, double tap, triple tap and quadruple tap. Place the open and empty rifle back on the table, with action open, muzzle pointed downrange. Move back to the shotgun table, pick up the shotgun and engage the four remaining knock-down targets in any order. Stage complete.